www.americanmusical.com

ALESIS

E-PRACTICE PAD

ELECTRONIC DRUM PRACTICE PAD

QUICKSTART GUIDE
::: ENGLISH (1 – 3) :::

USER'S MANUAL
::: ENGLISH (4 – 7) :::

MANUAL DE INICIO RÁPIDO
::: ESPAÑOL (8 – 10) :::

GUIDE D'UTILISATION RAPIDE
::: FRANÇAIS (11 – 13) :::

GUIDA RAPIDA
::: ITALIANO (14 – 16) :::

KURZANLEITUNG
::: DEUTSCH (17 – 19) :::

INTRODUCTION

Welcome to the Alesis E-Practice Pad! This digital drum is a fun way to learn and practice the drums. Included are 65 drum sounds and 60 songs and exercises, all designed to make you a better drummer. It feels great and gives you a full range of dynamics from the lightest touches to the loudest accents. Here are several features you'll come to love about the E-Practice Pad:

BOX CONTENTS

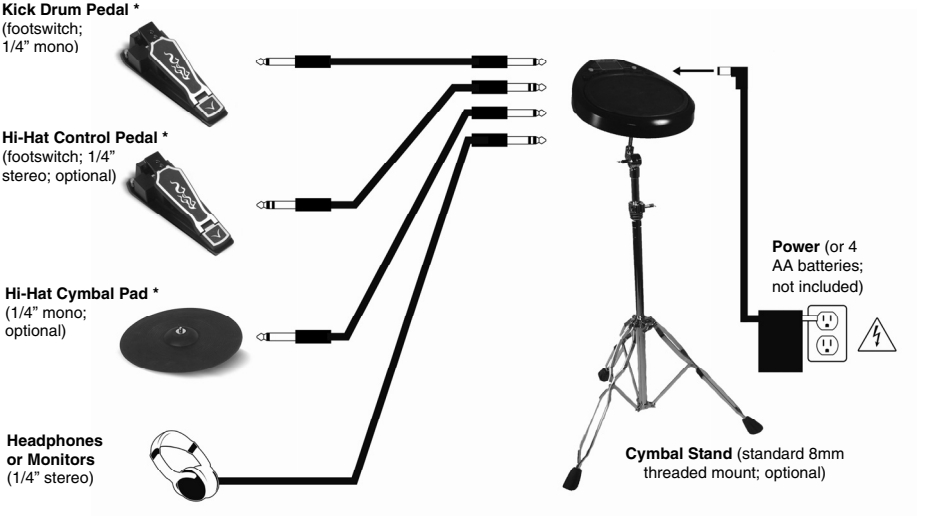
- E-Practice Pad
- Power Adapter
- Quickstart Guide
- Safety Instructions & Warranty Information Booklet

- 65 different drum sounds
- Metronome with six sounds, adjustable time signatures and subdivisions
- 60 practice games and exercises
- Natural feel and performance with full dynamic range
- Headphone jack for silent practice or amplifier output for playing with other musicians
- Mountable on standard 8mm cymbal stand or snare stand
- Recording and playback for listening to your playing
- Runs on batteries for portability or on wall power with included power adapter
- Expandable with optional bass drum and hi-hat pedal

Please refer to this manual to take full advantage of E-Practice Pad's numerous features, and have fun playing!

Sincerely,
The People of Alesis

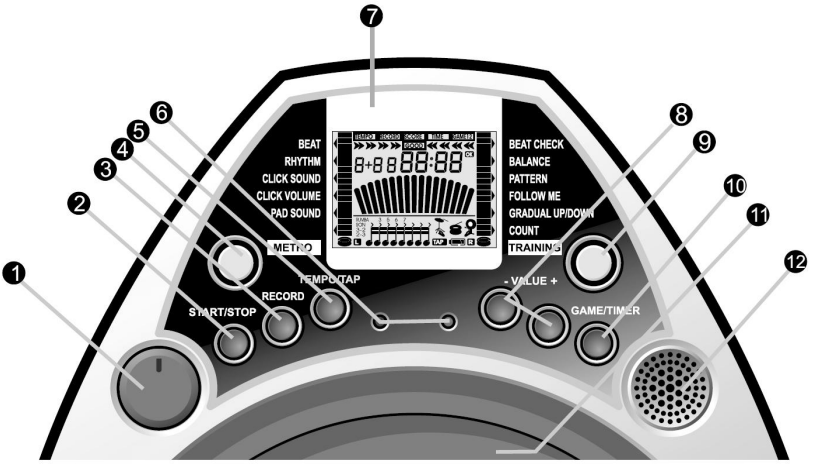
CONNECTION DIAGRAM



***WARNING:** Only put on your headphones or turn on your monitors AFTER turning on the E-Practice Pad.*

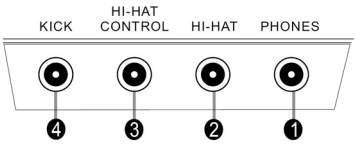
**** To purchase these accessories, visit alesis.com.***

TOP PANEL FEATURES



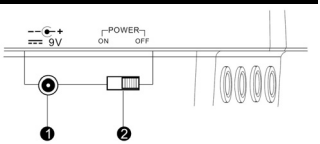
1. **VOLUME –** Adjusts the volume level.
2. **START / STOP –** Starts or stops the metronome.
3. **RECORD –** Enters Record Mode.
4. **METRO –** Press this button to select metronome settings or change the pad sound.
5. **TEMPO / TAP –** Press this button to enter Tempo Mode, then use the VALUE +/- buttons to adjust the tempo. You can also press and hold this button for three seconds then tap the button (four times) to the beat of the new tempo you wish to enter.
6. **BEAT INDICATOR –** These LEDs flash in time with the quarter notes of the pattern being played. The red LED flashes on the downbeat of each bar.
7. **LCD –** Displays the current parameters and other operations.
8. **VALUE +/- –** Decreases or increases the value of each parameter.
9. **TRAINING –** Enters Training Mode.
10. **GAME / TIMER –** Enters Game Mode when pressed. Hold down this button to enter Timer Mode.
11. **PAD –** Strike this single-zone pad with a drumstick.
12. **METRONOME SPEAKER –** This speaker plays the metronome sound only unless headphones are connected to the rear panel.

REAR PANEL FEATURES



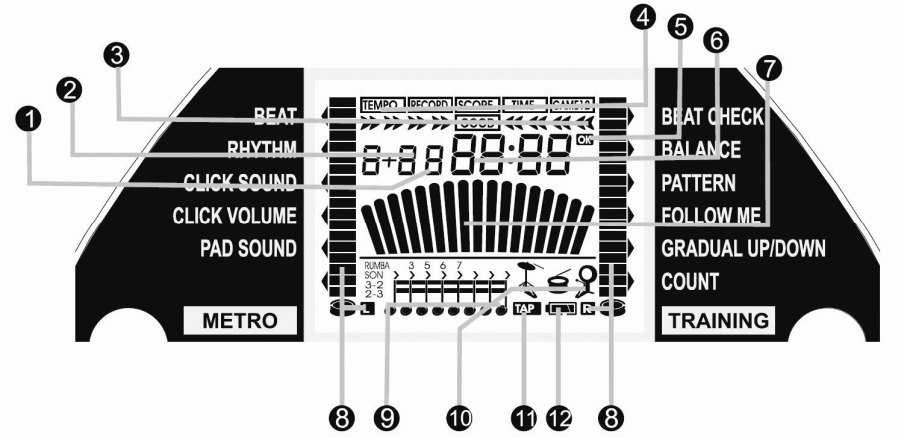
1. **HEADPHONES –** Connect a set of 1/4" headphones to this input.
2. **HI-HAT INPUT –** Connect an optional hi-hat cymbal trigger pad here with a 1/4" mono cable to use as a hi-hat trigger while playing.
3. **HI-HAT CONTROL INPUT –** If you connected a hi-hat trigger pad to the HI-HAT INPUT, connect an optional footswitch here with a 1/4" stereo cable to this input to use both "open" and "closed" hi-hat sounds.
4. **KICK PEDAL INPUT** – Connect an optional footswitch here with a 1/4" mono cable to use as a bass drum trigger while playing.

SIDE PANEL FEATURES



1. **DC INPUT –** Connect the included power adapter here, then connect the adapter to wall power.
2. **POWER SWITCH –** Turns the E-Practice Pad on and off.

LCD FEATURES



1. **BEAT COUNT –** Displays the count of the current beat (1-9).
2. **BEAT TYPE –** Displays the number of beats the metronome will count. (See BEAT under CHANGING PARAMETERS.)
3. **BEAT CHECK –** When playing along to a pattern, the closer the lit arrows are to the center, the more accurate your timing is. When "GOOD" is lit, the timing of your strokes is accurate.
4. **MODE INDICATOR –** Displays the currently selected mode: Tempo, Record, Score, Timer, or Game. (See OTHER MODES.)
5. **GAME OK ICON –** In Game Mode ("GAME2"), "OK" will appear when your score is greater than 60, indicating the pattern will change to one of greater difficulty.
6. **PARAMETER DISPLAY –** Displays the current parameter values (tempo, score, etc.).
7. **METRONOME NEEDLE –** Moves left and right in time with the current tempo. During the "Balance" exercise, this area becomes a meter, measuring the force of each hit of the pad. During the "Count" exercise, this area becomes a meter, indicating the time remaining *or* the number of hits remaining. (See TRAINING MODE.)
8. **GAME NOTE DISPLAY –** While in Game Mode, horizontal bars on the left and right edges of the LCD will prompt you to hit the pad. (See GAME MODE under OTHER MODES.)
9. **RHYTHM INDICATOR –** Displays the current rhythmic figure. (See RHYTHM under CHANGING PARAMETERS.)
10. **TRIGGER ICONS –** Indicates the available triggers you can use while playing and when they are struck. A snare drum icon (representing the pad) will always be shown. If you have connected a hi-hat or kick drum trigger, these icons will be displayed.
11. **TAP ICON –** Displays after the TEMPO / TAP button is held for three seconds. Strike the pad four times at the tempo you wish to enter.
12. **BATTERY LEVEL –** Indicates the remaining battery life of the E-Practice Pad.

ALESIS

USING THE E-PRACTICE PAD

CHANGING PARAMETERS

Press METRO to select a parameter to adjust: **Beat**, **Rhythm**, **Click Sound**, **Click Volume**, **Pad Sound**, or **Metronome**. Keep pressing METRO to toggle through these options. An arrow on the left edge of the LCD will appear to indicate the selected parameter. Press VALUE +/- to increase or decrease the value of the parameter.

Note: *After pressing* METRO, *you can also turn the metronome on or off by pressing* START / STOP.

BEAT

Select any of the following beat combinations. The metronome will count beats based on this number, and the selected beat will be displayed in the BEAT TYPE area of the LCD.

0 – 9	**3+4**	**5+4**	**6+7**	**8+7**
2+3	**4+3**	**5+6**	**7+6**	**8+9**
3+2	**4+5**	**6+5**	**7+8**	**9+8**

Examples:

- If you select "4," the metronome will mark the downbeat (with the red LED and a different "click" sound) every four beats.
- If you select "5+6," the metronome will mark the downbeat (with the red LED and a different "click" sound) every five beats then six beats.

RHYTHM

Select any of the following 24 rhythmic figures. The selected rhythmic figure will be played on every beat counted by the metronome. The exceptions are the clave figures, which are played across two bars (as opposed to every beat). The RHYTHM INDICATOR of the LCD will display the current rhythmic figure.

CLICK SOUND

Select any of six sounds to serve as the metronome "click." The number of the selected sound will be displayed in the PARAMETER DISPLAY area of the LCD.

1. Metronome
2. Claves
3. Sticks
4. Cowbell
5. Voice Count
6. Electronic

CLICK VOLUME

Adjust the metronome volume by selecting a setting from "0" (off) to "4" (loud). The volume level will be displayed in the PARAMETER DISPLAY area of the LCD.

PAD SOUND

Select one of 65 sounds for a pad or attached trigger. To do this, strike the pad or trigger, then use VALUE +/- to select a sound. (See the PAD SOUNDS section for a list of available sounds.)

TRAINING MODE

E-Practice Pad's Training Mode contains a set of exercises designed to help you improve your speed, stamina, and accuracy as a drummer. This section outlines how to use the different Training Mode features.

To enter Training Mode, press TRAINING then use the VALUE +/- buttons to select the type of exercise, which will be indicated by an arrow on the right-hand side of the LCD. Available exercises include: **Beat Check**, **Balance**, **Pattern**, **Follow Me**, **Gradual Up / Down**, and **Count**.

To begin each exercise, select it, then press START / STOP. Press it again to end the exercise.

BEAT CHECK

Beat Check is actually more of a setting than an "exercise." It is always enabled regardless of what other exercise is selected.

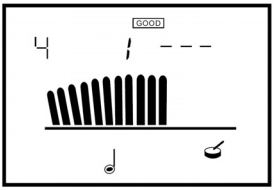
While playing, Beat Check measures the accuracy of your strokes. If you see arrows on the left (pointing to the right), you are striking the pad "behind the beat" or slightly slower than the actual tempo. If you see arrows on the right (pointing to the left), you are striking the pad "ahead of the beat" or slightly faster than the actual tempo. When the "Good" icon in the center is displayed, your strokes are accurately timed.

Use the VALUE +/- buttons to increase or decrease the tolerance of Beat Check (how "strictly" it measures your accuracy). The higher the number, the stricter the Beat Check will be. The levels are as follows:

L-1: Quarter note (easier timing)
L-2: Quarter note (more exact timing)
L-3: Eighth notes (easier timing)
L-4: Eighth notes (more exact timing)
L-5: Sixteenth notes (easier timing)
L-6: Sixteenth notes (more exact timing)
L-7: Sixteenth note triplets (easier timing)
L-8: Sixteenth note triplets (more exact timing)

BALANCE

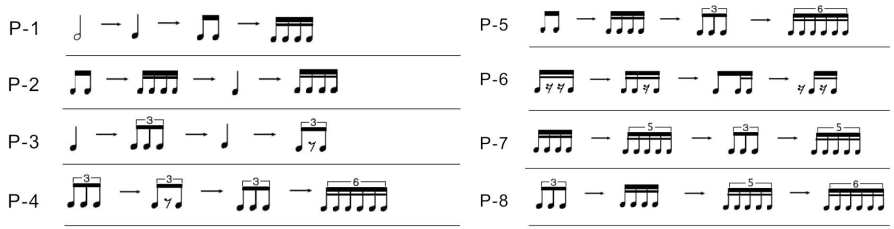
This exercise measures the differences in dynamics (i.e. force and, therefore, volume) between different strokes, especially between your left and right hands.



In this exercise, the metronome needle acts as a "meter" to indicate the force of each hit of the pad while the BEAT CHECK meter acts as a "force check": the "GOOD" icon means a stroke is of equal force to the previous one. If it is a heavier stroke than before, arrows will appear to the right (pointing left) to indicate you should hit the pad with less force. If it is a lighter stroke than before, arrows will appear to the left (pointing right) to indicate you should hit the pad with more force.

PATTERN

This exercise helps familiarize you with different rhythms. The metronome will play through a series of four rhythmic figures constituting a pattern (pictured here). Each rhythmic figure is played for two bars before moving to the next one. The current rhythmic figure will be displayed in the RHYTHM TYPE area of the LCD.



FOLLOW ME

This exercise improves your familiarity with rhythmic figures and sense of timing without a metronome. The metronome will play a rhythmic figure for one, two, four, or eight measures. For the following one, two, four, or eight measures (respectively), the metronome will be muted while you play the rhythm yourself. This cycle will repeat until you stop the exercise.

This exercise has four levels of difficulty:

F-1: one-measure cycle
F-2: two-measure cycle
F-3: four-measure cycle
F-4: eight-measure cycle

GRADUAL UP / DOWN

This exercise helps improve your stamina and timing by gradually increasing the tempo of a rhythmic figure then decreasing it to the original tempo. This cycle will repeat until you stop the exercise.

Assign the original (minimum) tempo of the exercise before beginning by pressing TEMPO / TAP and using VALUE +/- to adjust the tempo. Assign the maximum tempo of the exercise *during* the exercise by pressing TEMPO / TAP when the exercise has reached the highest tempo you want. The rate at which the tempo increases is as follows:

G-1: The tempo will increase/decrease by 1 BPM each beat.
G-2: The tempo will increase/decrease by 1 BPM every two beats.
G-3: The tempo will increase/decrease by 2 BPM every eight measures.
G-4: The tempo will increase/decrease by 5 BPM every eight measures.
G-5: The tempo will increase/decrease by 5 BPM after every eight measures you play correctly.

"BPM" is a stands for "beats per minute" or the number of quarter note beats that occur in one minute, which designates the tempo.

COUNT

This exercise has two modes to help improve your speed. After selecting "Count," toggle through all available options with the VALUE +/- buttons.

Fixed Time: You can select a fixed amount of time – **15 seconds**, **30 seconds**, or **60 seconds** – to hit the pad as many times as you can. After a one-measure count-in, the designated amount of time will be represented by the metronome needle "meter" (as time remaining). The number of times you hit the pad will be counted and shown at the top of the LCD.

Fixed Hits: You can select the number of times you need to hit the pad – **200 times**, **500 times**, or **1,000 times** – while you are being timed. After a one-measure count-in, the designated number of times you need to hit the pad will be represented by the metronome needle "meter" (as hits remaining). The amount of time you take to hit the pad for the designated number of times will be shown on the LCD.

After you are done with either of these exercises, you may press VALUE +/- to exit the exercise or START / STOP to repeat it.

OTHER MODES

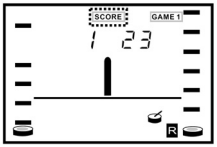
TIMER

You can set a timer from 1 to 60 minutes to designate a period of time to practice. You can enter other modes or use all other pad functions while the timer is running. The timer will go off when it runs out. To set the timer, hold down GAME for three seconds until the "Time" MODE INDICATOR is shown. Use VALUE +/- to set the amount of time. Press START / STOP to start the timer.

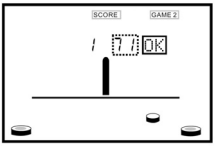
GAME MODE

In this mode, you can learn to play various rhythms by following visual prompts on the LCD. On the left and right edges of the LCD – the GAME NOTE DISPLAY – horizontal bars will move from the top of the display to the bottom, toward the drum icons. When a bar reaches a drum icon, strike the actual pad with your drumstick. (The bars on the left and right side of the screen represent your left and right hands, respectively.) When you strike a pad at the correct time, an "L" or "R" will appear next to the drum icon on the LCD. There are three different ways to play this game in Game Mode. Press GAME / TIMER to toggle through them:

GAME: Pressing GAME / TIMER once will enter Game Mode. You will be able to hear the pattern you are supposed to play, but you will not be scored.



GAME 1: Pressing GAME / TIMER a second time will display "GAME 1." You will not hear the pattern you are supposed to play and you will be scored.



GAME 2: Pressing GAME / TIMER a third time will display "GAME 2." You will not hear the pattern you are supposed to play and you will be scored. If you score at least 60 points, the "OK" icon will appear on the LCD and the pattern will change. (There are 60 patterns for this game, which become more difficult as you progress.) Press START / STOP to begin the new pattern.

To exit Game Mode, press METRO, TRAINING, or RECORD.

TEMPO MODE

In this mode, you can set the tempo of a pattern. Press TEMPO to enter Tempo Mode then use the VALUE +/- buttons to adjust it.

You can also enter a tempo by tapping the TEMPO / TAP button. The E-Practice Pad will automatically detect the new tempo from how quickly you press it. To do this, hold the TEMPO / TAP button for three seconds. The "TAP" icon will appear at the bottom of the LCD. Tap the pad four times at the new tempo you want to set. (***Note:*** *You can not tap a new tempo while in Game Mode.*)

RECORD MODE

In this mode, you can record a pattern of your own to play back. Press RECORD to enter Record Mode.

To start recording, press RECORD (while already in Record Mode). If a pattern is selected, it will play as you record. You can play along to this pattern if you want, or you can mute the background pattern by setting the metronome volume to "0." (See CHANGING PARAMETERS for more information.)

To stop recording, press RECORD again or START / STOP.

To play back your recording, press START / STOP while in Record Mode.

SETTINGS

E-Practice Pad will automatically save your current settings (beat and rhythm settings, metronome sound, tempo values, etc.). To return E-Practice Pad to its original factory settings, press and hold both VALUE + and VALUE – buttons while turning it on. All previous settings will return to their original state.

PAD SOUNDS

01: Standard Snare
02: Standard Snare Rim
03: Rock Snare
04: Rock Snare Rim
05: Room Snare
06: Room Snare Rim
07: Jazz Snare
08: Jazz Snare Rim
09: Funk Snare
10: Funk Snare Rim
11: Hip-Hop Snare
12: Hip-Hop Snare Rim
13: Electronic Snare 1
14: Electronic Snare 2
15: Electronic Snare 3
16: Electronic Snare 4
17: Electronic Snare 5
18: Electronic Snare 6
19: Electronic Snare 7
20: Electronic Snare 8
21: Electronic Snare 9
22: Electronic Snare 10
23: Standard Kick
24: Rock Kick
25: Room Kick
26: Jazz Kick
27: Funk Kick
28: Hip-Hop Kick
29: Electronic Kick 1
30: Electronic Kick 2
31: Electronic Kick 3
32: Electronic Kick 4
33: Standard Tom 1
34: Standard Tom 2
35: Standard Tom 3
36: Standard Tom 4
37: Standard Tom 5
38: Standard Tom 6
39: Electronic Tom 1
40: Electronic Tom 2
41: Electronic Tom 3
42: Electronic Tom 4
43: Electronic Tom 5
44: Electronic Tom 6
45: Standard Hi-Hat Closed
46: Standard Hi-Hat Pedal
47: Standard Hi-Hat Open
48: Rock Hi-Hat Closed
49: Rock Hi-Hat Pedal
50: Rock Hi-Hat Open
51: Standard Hi-Hat Closed/Open
52: Rock Hi-Hat Closed/Open
53: Jazz Hi-Hat Closed/Open
54: Standard Crash
55: Rock Crash
56: Standard Ride
57: Rock Ride
58: Metronome 1
59: Metronome 2
60: Claves 1
61: Claves 2
62: Sticks 1
63: Sticks 2
64: Cowbell 1
65: Cowbell 2

GAME MODE SONGS

EASY

#	NAME	TIME SIGNATURE (BEAT)	STYLE
1	Country – Easy	4/4	Country
2	Country – Hard	4/4	Country
3	6/8 Ballad – Easy	6/8	Ballad
4	6/8 Ballad – Hard	6/8	Ballad
5	8-Beat Ballad – Easy	4/4	Ballad
6	8-Beat Ballad – Hard	4/4	Ballad
7	Pop Bossa – Easy	4/4	Latin
8	Pop Bossa – Hard	4/4	Latin
9	Funk 1 – Easy	4/4	Funk
10	Funk 1 – Hard	4/4	Funk
11	8-Beat Pop – Easy	4/4	Pop
12	8-Beat Pop – Hard	4/4	Pop
13	Ballad – Easy	4/4	Ballad
14	Ballad – Hard	4/4	Ballad
15	Blues 1 – Easy	4/4	Blues
16	Blues 2 – Hard	4/4	Blues
17	Bossa – Easy	4/4	Latin
18	Bossa – Hard	4/4	Latin
19	Dance 1 – Easy	4/4	Dance
20	Dance 2 – Hard	4/4	Dance

www.americanmusical.com

MEDIUM

#	NAME	TIME SIGNATURE (BEAT)	STYLE
21	Big Band – Easy	4/4	Jazz
22	Big Band – Hard	4/4	Jazz
23	Dance 2 – Easy	4/4	Dance
24	Dance 2 – Hard	4/4	Dance
25	Funk 2 – Easy	4/4	Funk
26	Funk 2 – Hard	4/4	Funk
27	Funk 3 – Easy	4/4	Funk
28	Funk 3 – Easy	4/4	Funk
29	Fusion – Easy	4/4	Fusion
30	Fusion – Hard	4/4	Fusion
31	Jazz 1 – Easy	4/4	Jazz
32	Jazz 1 – Hard	4/4	Jazz
33	Jazz 2 – Easy	4/4	Jazz
34	Jazz 2 – Hard	4/4	Jazz
35	March 1 – Easy	4/4	March
36	March 1 – Hard	4/4	March
37	Reggae – Easy	4/4	Reggae
38	Reggae – Hard	4/4	Reggae
39	Latin Jazz – Easy	4/4	Latin
40	Latin Jazz – Hard	4/4	Latin

HARD

#	NAME	TIME SIGNATURE (BEAT)	STYLE
41	March 2 – Easy	4/4	March
42	March 2 – Hard	4/4	March
43	Rock Shuffle – Easy	4/4	Rock
44	Rock Shuffle – Hard	4/4	Rock
45	Metal – Easy	4/4	Rock
46	Metal – Hard	4/4	Rock
47	Pop – Easy	4/4	Pop
48	Pop – Hard	4/4	Pop
49	R&B – Easy	4/4	R&B
50	R&B – Hard	4/4	R&B
51	Rock 1 – Easy	4/4	Rock
52	Rock 1 – Hard	4/4	Rock
53	Rock 2 – Easy	4/4	Rock
54	Rock 2 – Hard	4/4	Rock
55	Samba – Easy	4/4	Latin
56	Samba – Hard	4/4	Latin
57	Shuffle – Easy	4/4	Fusion
58	Shuffle – Hard	4/4	Fusion
59	Swing – Easy	4/4	Jazz
60	Swing – Hard	4/4	Jazz

THIS DEVICE COMPLIES WITH PART 15 OF THE FCC RULES. OPERATION IS SUBJECT TO THE FOLLOWING TWO CONDITIONS:
(1) THIS DEVICE MAY NOT CAUSE HARMFUL INTERFERENCE, AND
(2) THIS DEVICE MUST ACCEPT ANY INTERFERENCE RECEIVED, INCLUDING INTERFERENCE THAT MAY CAUSE UNDESIRED OPERATION.

CE

N382

www.americanmusical.com

www.alesis.com